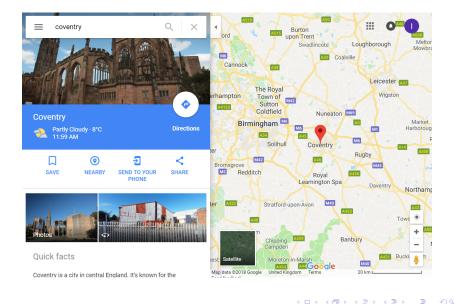
Ranking Methodologies (and a few extra bits)

Ian Hamilton

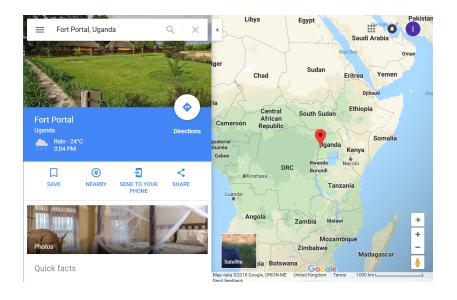
University of Warwick

6th November 2018

This is where I started...



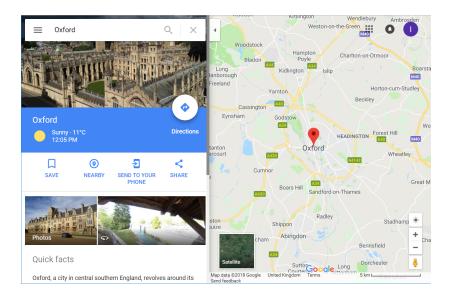
...then I lived here...



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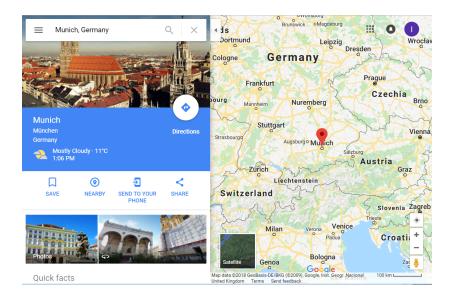
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...and here ...



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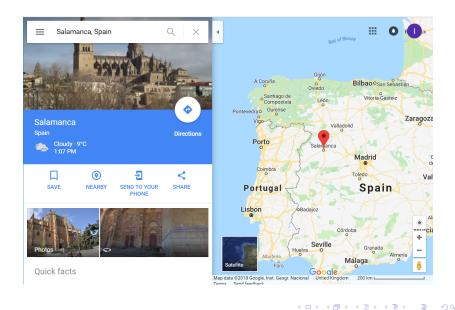
...and here...



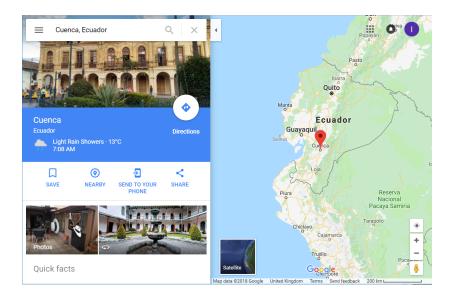
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...and here ...

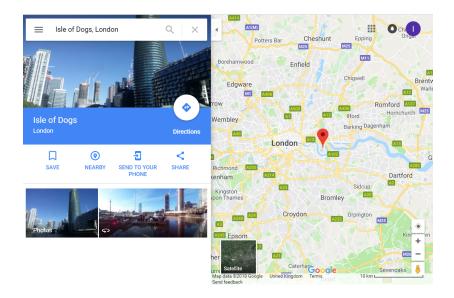


...and here...



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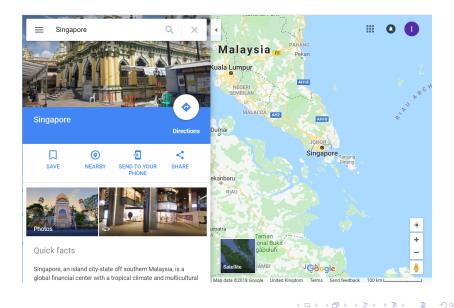
...and here...



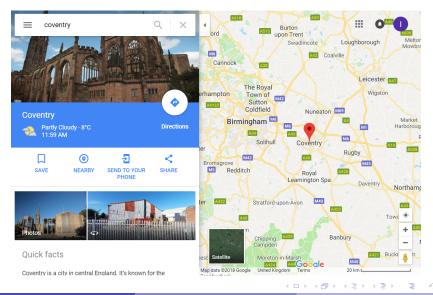
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...and here ...



\ldots and the one place on earth I swore I'd never end up was here. (fail)



Bradley Terry

In the context of tournaments, the probability that team i beats team j is given by

$$P(i \succ j) = \frac{\pi_i}{\pi_i + \pi_j}$$

where π_i is positive-valued, and can be thought of as a parameter reflecting the strength of team *i*.

Zermelo (1929), Bradley & Terry (1952)

Extension to include ties

$$P(i \succ j) = \frac{\pi_i}{\pi_i + \pi_j + \nu \sqrt{\pi_i \pi_j}}$$
$$P(i \approx j) = \frac{\nu \sqrt{\pi_i \pi_j}}{\pi_i + \pi_j + \nu \sqrt{\pi_i \pi_j}}$$

Davidson (1970)

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Extension to account for home advantage (order effects)

$$P(i \succ j) = \frac{\pi_i}{\pi_i + \gamma \pi_j + \nu \sqrt{\pi_i \pi_j}}$$
$$P(i \prec j) = \frac{\gamma \pi_j}{\pi_i + \gamma \pi_j + \nu \sqrt{\pi_i \pi_j}}$$
$$P(i \approx j) = \frac{\nu \sqrt{\pi_i \pi_j}}{\pi_i + \gamma \pi_j + \nu \sqrt{\pi_i \pi_j}}$$

Davidson & Beaver (1977)

Applying to 3 for a win, 1 for a draw

$$P(i \succ j) = \frac{\pi_i}{\pi_i + \pi_j + \nu(\pi_i \pi_j)^{\frac{1}{3}}}$$
$$P(i \approx j) = \frac{\nu(\pi_i \pi_j)^{\frac{1}{3}}}{\pi_i + \pi_j + \nu(\pi_i \pi_j)^{\frac{1}{3}}}$$

See: alt-3.uk

Firth (2017)

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Q: Wouldn't it be nice if there was a sport with which I was familiar, where the points system was just a bit more complicated?

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- A: Rugby union!

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Q: Wouldn't it be nice if there was a sport with which I was familiar, where the points system was just a bit more complicated, where there was a system of matches that do not make up a full round robin?

A: Schools rugby!

Q: Wouldn't it be nice if there was a sport with which I was familiar, where the points system was just a bit more complicated, where there was a system of matches that do not make up a full round robin, and there was an actual tournament based on the results of these matches?

- Q: Wouldn't it be nice if there was a sport with which I was familiar, where the points system was just a bit more complicated, where there was a system of matches that do not make up a full round robin, and there was an actual tournament based on the results of these matches?
- A: Daily Mail Trophy!

Q: Wouldn't it be nice (for me, at least) if there was a sport with which I was familiar, where the points system was just a bit more complicated, where there was a system of matches that do not make up a full round robin, and there was an actual tournament based on the results of these matches, and the methodology they currently use could do with some serious improvement?

- Q: Wouldn't it be nice (for me, at least) if there was a sport with which I was familiar, where the points system was just a bit more complicated, where there was a system of matches that do not make up a full round robin, and there was an actual tournament based on the results of these matches, and the methodology they currently use could do with some serious improvement?
- A: Full house!

Rugby union scoring rule

- 4 points for a win
- 2 points for a draw
- 0 points for a loss
- 1 bonus point for losing by less than seven points
- 1 bonus point for scoring four or more tries

RASR (pronounced 'razor') - Ranking Algorithm for Schools Rugby

Part one: result outcome

 $P(\text{team } i \text{ beats team } j \text{ by wide margin}) \propto \tau^4 \pi_i^4$ $P(\text{team } i \text{ beats team } j \text{ by narrow margin}) \propto \kappa \tau^3 \pi_i^4 \pi_j$ $P(\text{team } i \text{ draws with team } j) \propto \nu \pi_i^2 \pi_j^2$ $P(\text{team } j \text{ beats team } i \text{ by narrow margin}) \propto \frac{\kappa \pi_i \pi_j^4}{\tau^3}$ $P(\text{team } j \text{ beats team } i \text{ by wide margin}) \propto \frac{\pi_j^4}{\tau^4}$

RASR (pronounced 'razor') - Ranking Algorithm for Schools Rugby

Part two: try bonus outcome

 $P(\text{team } i \text{ and team } j \text{ both gain try bonus point}) \propto \theta \pi_i \pi_j$ $P(\text{only team } i \text{ gains try bonus point}) \propto \tau \pi_i$ $P(\text{only team } j \text{ gains try bonus point}) \propto \frac{\pi_j}{\tau}$ $P(\text{neither team gains try bonus point}) \propto \phi$

RASR (pronounced 'razor') - Ranking Algorithm for Schools Rugby

Part three: Add a prior

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Example Methodological offshoot

A robust mean

$$\mu = \frac{m}{\sum_{i=1}^{m} \frac{1}{1+\pi_i}} - 1$$

idea due to David Firth

Areas of potential further study 1

Ranking theory

- Influential edges within B-T ranking
- Investigation of prior
 - IQR over time
 - Simulated same ability teams ranking
 - Empirical similar ability teams ranking
- Home advantage distance vs fixed
- Extending violations beyond pairwise to sub-tournaments of size >2
- PageRank \approx RASR (Build on David Selby work, if he doesn't want to!)
- B-T explained in terms of moving down parameters of family of loss functions
- Is there an iterative form of LPPM that gives B-T?
- Philosophy of retrodictive vs predictive

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Areas of potential further study 2

Ranking applied

- European rugby (website)
- County championship cricket
- Influential liquidity providers in market system
- Time series of citations ranking (the rise of the economists)
- Schools ranking by pupil movements
- University Teaching ranking by pairwise survey comparison
- Using pairwise ranking to improve secular ranking e.g. Thomson Reuters Women
- Soft power index search in one country give website in another
- Twitter influence through Bradley-Terry

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